ANDREW ADAME

3D ARTIST

CONTACT

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SKILLS

- Autodesk Maya
- Blender
- Unreal
- Qualisys Motion Capture
- Adpbe Photoshop
- AGILE
- Collaborative
- Communicative
- Solution-Oriented

EDUCATION

ASSOCIATE'S DEGREE
Science & Mathematics
Riverside City College
2019 - 2021

BACHELOR OF ARTS
Computer Systems
California State University, San Bernardino
2021 - 2023

PROFILE

A graduate of California State University, San Bernadino (CSUSB) with a Bachelor of Arts, Computer Systems and a concentration in Game Development. In search of a position as a 3D Artist to get experience in the ever-evolving field of 3D art and design. A goal-oriented individual with a persistent working mentality and a strong passion for 3D design, animation, and visual storytelling.

EXPERIENCE

3D GENERALIST
HIGH COUNCILMEDIA | SEPT 2024 - ONGOING
Active member of High Council Media's production team, an American digital media studio who specializes in making content based in video games, sci-fi, and entertainment-focused content.

- Design and create landscapes and environments for use in animated projects.
- Animate characters using a variety of techniques to convey believable motion and performance.
- Assist with troubleshooting and resolving issues related to 3D design, modeling, or animation.

INTERN
BLU EDUCATIONAL FOUNDATION | MAY 2023 - AUG 2023
Team Lead of BLU's Film, Media & Marketing Team. Our objective is to provide the BLU Educational Foundation with impactful and quality multimedia products that emphasizes the hard work and passion that goes into the organization's events and projects.

- Delegated roles and assignments based on each member's strength and weaknesses.
- Constructed weekly list of responsibilities and worked closely with the team to ensure each assignment was completed on-time and of quality.

PROJECTS

ODYSSEY PART II
SHORT FILM | SEPT 2024 - DEC 2025
The latest project released by High Council Media on YouTube, developed for over three year and continuing the story of Fireteam Odyssey. Contributed as both Lead Environment Artist and Animator throughout production.

- Designed key environments and landscapes seen throughout the film.
- Assisted in animating characters for crucial scenes to ensure visual consistency and quality.

COMPETITON PARTICIPANT
3D RENDER COMMUNITY CHALLENGE | AUG 2022 - SEPT 2025
A competition participant of pwnisher's 3D Render Community Challenges for two years in a row. Have been a part of six challenges, where the goal is to make a render based on the given theme and a set of parameters within a month. Submissions can be found on my portfolio: andrewadame.com